



TFA Policy and Procedures Manual	Policy #	3.01
Section 3 Programs	Effective Date:	01.09.2015
Rules	Supersedes:	

1. Teams

- Age Groups: (6-7) (8-9) (10-11)
- 6-7 & 8-9: (2 Coaches from the same team allowed on the field)
10-11: (1 Coach allowed on the field)
- A team consists of 7 players on the field. A team can start with 6 players.
- Each player must have his/her flags in place around the waist before the snap to constitute as an eligible player for that play. If the player receives the ball and his/her belt was not properly affixed around the waist, the play is called dead at that point and a 5 yard penalty is assessed.
- The shorts or pants cannot have belt loops or pockets. Penalty will mean player is not eligible to play until problem is fixed.
- The head coach or acting head coach will make all decisions for the team.

2. Coin Toss:

- The winner of the coin toss has 2 choices:
Receive the ball OR defense and choice of field position
- There will be a three yard difference between the offensive and defensive line of scrimmage. The only time the defense can line-up inside of the three yards; will be when the offensive team has the ball inside the defensive three yard line. When the referee steps off the three yard defensive line and the 3rd yard is inside the goal line then the defense can line up half the distance from the ball to the goal line.
*** The defense will position themselves half the distance for one point try.
*** The defense will position themselves three yards off the ball for two points try.
- There are not a set number of players that have to be on the offensive or defensive line. All offensive players must line up within 15 yards from the ball. (Referee Judgment)
- There are no kickoffs.



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3. Playing Time and Intermission:

All leagues will play 36 minutes, divided into two halves of 18 minutes each. The intermission between halves shall be 5 minutes. When overtime is used, there will be a 3-minute intermission.

1. Game time is forfeit time.
2. The clock will run continuously except for:
 - a. Team time-outs and Official time-outs
 - b. 2-Time outs per half and 1-time-out in overtime

- **END OF 18 MIN. HALF**

After 18 min. of play there will be 8 plays. Punts ARE considered "1" play
After 2nd 18 min. half a team leading by 17 or more will be awarded the win.

- Games will have 2 officials. The time clock will be kept on the field.
- The referee will notify each coach of the 8 play rule after each half.
- **You have 30 seconds (8-9 & 10-11yr. olds) to snap the ball when officials put the ball in play and the whistle blows. (Penalty: Delay of Game)**
- **You have 40 seconds (6-7yr. olds) to snap the ball when officials put the ball in play and the whistle blows. (Penalty: Delay of Game)**
- **4th Down will be determined by:**
Ages 6-7, 8-9 & 10-11 - Can go for it or announce to the Referee they wish to "Punt" it on 4th down or the Referee will step off 30 yards from the line of scrimmage.
EXAMPLE: If teams line of scrimmage is on the 32 yard line and decide to step off 30 yards the ball will not be on the 2-yard line, it will be placed on the 10-yard line.
(No "Punt" can "Land" inside the 10 yard line).



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4. PENALTIES:

- A. Unsportsmanlike Player, Coach, or Other Conduct-----10 yards
- B. Delay of Game or Illegal Snap-----5 yards
- C. Tackle Runner (Unintentional) (from spot of the tackle)-----10 yards
- D. Intentional Grounding (from line of scrimmage & loss of down)-----10 yards
- E. Clipping-----10 yards
- F. Offensive Pass Interference (Loss of Down)-----10 yards
- G. Defensive Pass Interference (Automatic First Down)(previous spot)-----10 yards
- H. Illegally Secured Belt on Touchdown (Loss of Down)-----10 yards
- I. Flagrant Unsportsmanlike Player, Coach, or Other Conduct-----10 yards
- J. Spinning, Spiking, Kicking, Throwing, or Not returning ball to Referee-10 yards
- K. Flagrant Personal Fouls-----10 yards
- L. Intentional Tampering with Flag Belt (Loss of Down)-----10 yards
- M. Flag Guarding------(Spot of Penalty) + 10 yards
- N. Off Sides-----5 yards
- O. Intentional Grounding from Endzone-----Safety
- P. Holding-----10 yards
- Q. No Pass In 4 down series (Loss of down)-----5 yards
- R. Charging (Spot)-----10 yards
- S. Illegal Substitution-----5 yards
- T. Roughing the Passer------(automatic 1st down)10 yards
- U. Break Huddle with 8 players-----5 yards

5. ADDITIONAL RULES / PENALTIES:

- Coach touches player after snap will result in Unsportsmanlike Conduct
- Offsides is a dead ball penalty which will immediately be blown dead by officials
- Intentional tackling a player (First offence half the distance to the goal and automatic 1st down with warning to player and coach. Second offence player will



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be ejected from game. If official thinks the player would of scored then points will be allowed.

- If a player or coach is ejected from the game, that player or coach cannot return to the next schedule game, unless flagrant enough for more suspension determined by the Tupelo Parks and Recreation Department and Tupelo Football Association.
- All players must play at least 50% of the game. Only exception to this rule is if a player does not attend at least 80% of all game and practices schedule. (No Penalty)
- If a defensive player jumps off sides it is a dead ball penalty.
- All players are eligible to receive a pass. The center cannot carry the ball from the line of scrimmage, but can receive a pass. **(The center must exchange the ball before he can be an eligible receiver).**
- A defensive player cannot run over an offensive player.
Must keep hands on shirt. (No Contact)
A player can not extend arms to block.
- All players that are at least one yard off the line of scrimmage may receive the snap from the center.
- The runner is allowed to spin in order to avoid being de-flagged.
- Stiff arms are illegal
- No Intentional Grounding to avoid being de-flagged.
- If a belt falls off inadvertently, play will continue until the ball carrier is touched by ONE hand.
- **No metal cleats or spikes allowed.**
- Remember that coaches are responsible for spectators, parents, players, and assistant coaches.
- Offense cannot substitute while running a no huddle offense.
- Safety if de-flagged in the end zone.
- There is no situation where the offensive will start inside the 10 yard line unless penalized.



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- In the case of an inadvertent whistle blown by official the team in possession of the ball will have the option of the ball where the player was when wistle was blown or to replay the down.
- All flags must be on belt properly on the hips. (On the side; angled out)
- **OBVIOUS score on any tackle the score will be awarded.**
- A team must pass once every 4 down series. MUST BE A FORWARD PASS.
- You can have (1) player in motion.
- A defensive player may dive to deflag the ball carrier; HOWEVER, an offensive player cannot dive to advance the ball. Mark the ball by the FEET and not the BALL.
NOTE: If Defensive player while diving to de flag runner inadvertently tackles ball carrier. PENALTY: 10 yards from the point where the ball carrier left his feet. (Judgment)
- The quarterback can take a direct snap.
- **The center must exchange the ball before he can be an eligible receiver.**
UNDER CENTER or SHOT GUN-If the ball hits the ground, it's a dead ball.
THE BALL IS DEAD WHEN IT HITS THE GROUND. A backward pass or fumble which touches the ground between the goal lines is dead at the spot where it touches the ground and belongs to the team last in possession unless lost on downs, and will be marked at the spot where player possession was lost.
FUMBLED SNAPS ARE PLACED WHERE THE BALL TOUCHES THE GROUND

SAFTEY: No diving, Jumping or Leaping to advance ball---Ball will be dead at spot of foul and a warning will be given with a 10 yard penalty enforced. Multiple violations may result in player being removed from the game.

Any questions about a rule-----Ask the official before the game for an explanation or ruling.